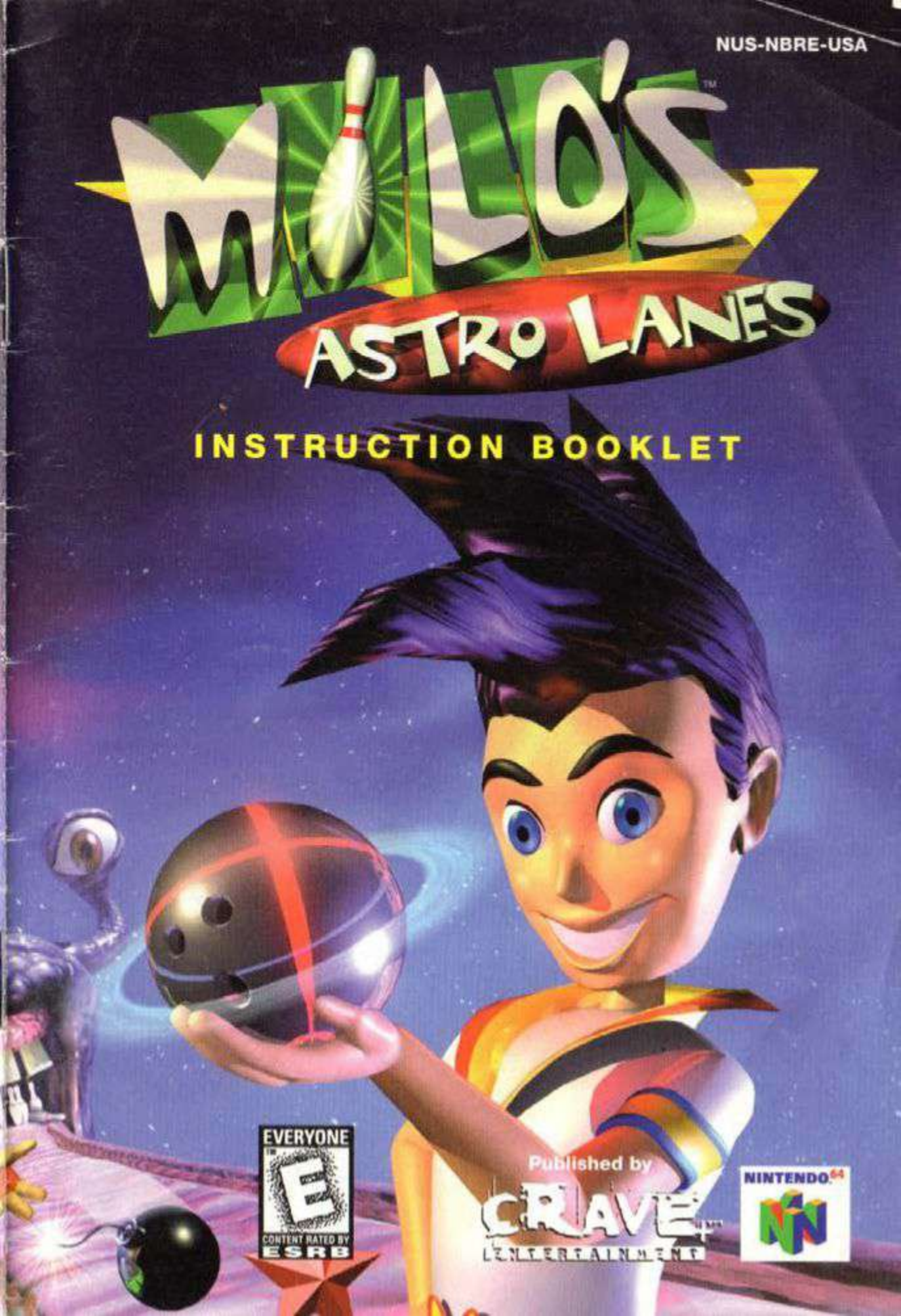
NUS-NBRE-USA

MILO'S ASTRO LANES

INSTRUCTION BOOKLET



EVERYONE
E
CONTENT RATED BY ESRB

Published by
CRAVE ENTERTAINMENT

NINTENDO 64

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Thank you for selecting the Milo's Astro Lanes™ Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE

E

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Getting Started

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Controls

BEFORE PICKING UP BALL

+ Control Pad: The + Control pad moves the character's body. Pressing in any direction moves the character in the corresponding direction.

START Button: Pause/status mode (allows access to options menu)

Z-Button: Press to activate Special / Anti-Special.

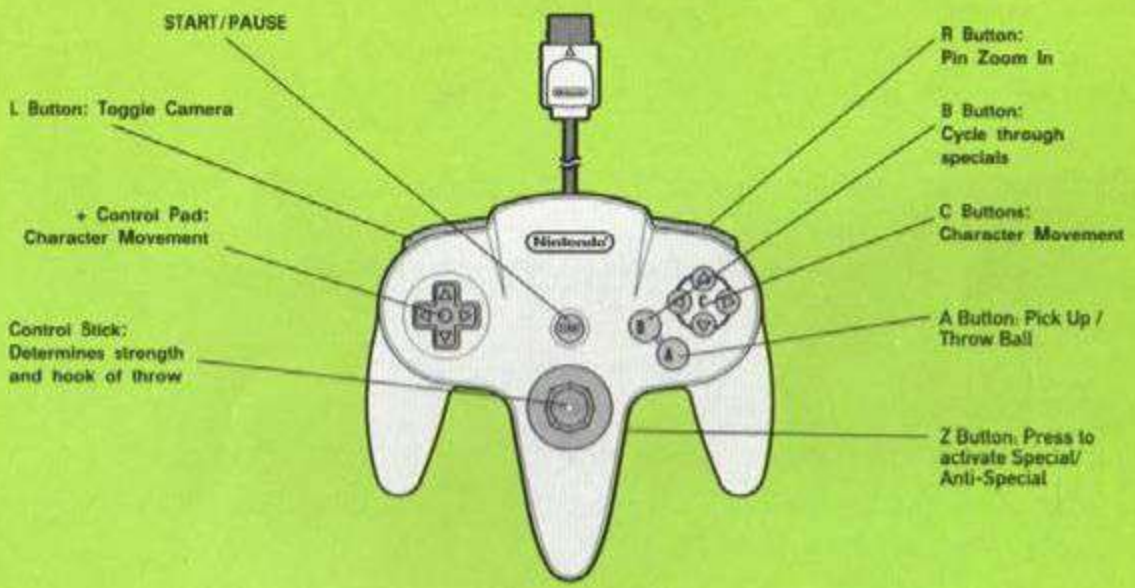
A-Button: Pick-up / Throw ball.

B-Button: Cycles through available Specials / Anti-Specials.

R-Button: Zooms in to view the pins.

L-Button: Toggles preset camera.

N64 Controller


START/PAUSE
L Button: Toggle Camera
+ Control Pad: Character Movement
Control Stick: Determines strength and hook of throw
R Button: Pin Zoom In
B Button: Cycle through specials
C Buttons: Character Movement
A Button: Pick Up / Throw Ball
Z Button: Press to activate Special/ Anti-Special

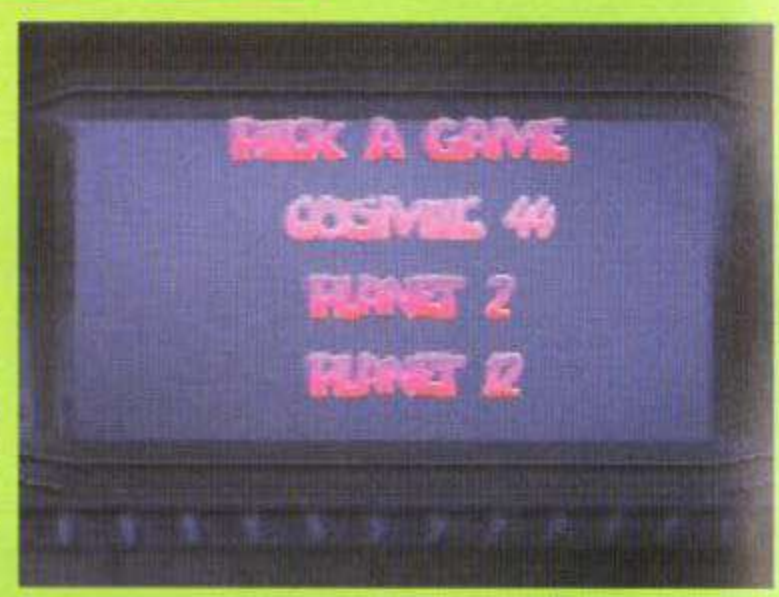
AFTER PICKING UP BALL (PRESS A)

Control Stick: The Control Stick movement is reflected in the guide arrow in front of the character. Pressing forward yields more strength on the throw, pulling back lessens how hard the ball will be thrown. Pressing to the right or left applies a right or left hook to the ball. The harder the press, the harder the throw.

A Button: To throw the ball, press the A Button when the guide arrow reflects how you want the ball thrown.

Save Game

To save your game, walk up to the save game screen in each Dome. You will be prompted to save your game only if you have a N64 Controller Pak™ present. The save game will store the lanes already completed, your character and ball selection, as well as scores from all lanes played. You can save up to three games



If there is no Controller Pak detected, you will see a message "Controller Pak not detected" on the screen. You will have several opportunities in the game to insert a Controller Pak.

You can access the N64 Controller Pak memory menu if you press and hold the START Button when you turn on your Nintendo 64. Game notes for Milo's Astro Lanes will have the name MILO. Follow the on screen instructions to delete notes from your Controller Pak.

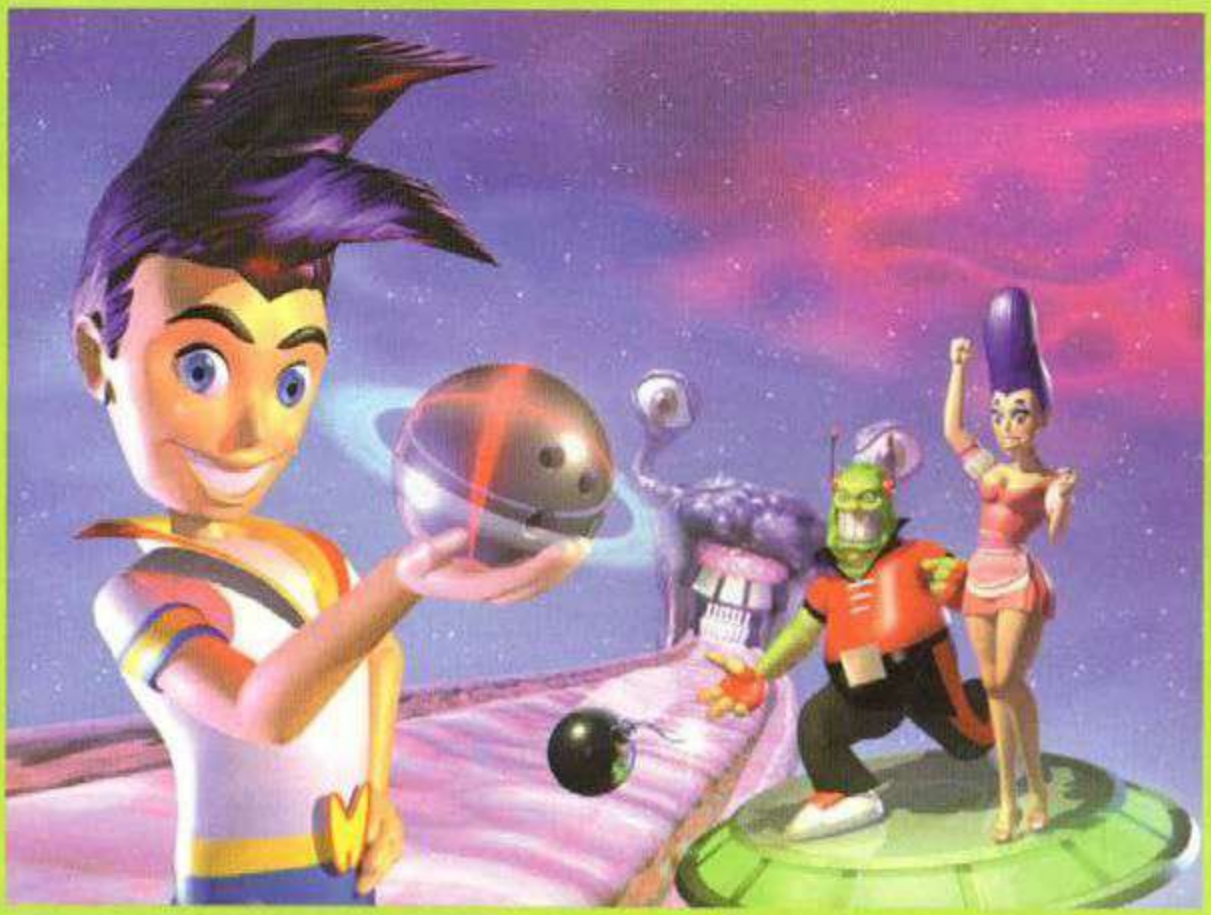
RUMBLE PAK™

Milo's Astro Lanes takes advantage of the Rumble Pak accessory. The Rumble Pak is triggered whenever the ball is rolling, hits the pins, or the menu option has been selected.

IMPORTANT: There will be specific times when you can swap between a Rumble Pak and a Controller Pak. Only switch between Rumble Pak and Controller Pak when prompted to do so!

The Story

Milo is a teenage techno-wiz from the 22nd century who spends his free time with his friends polishing his skills to compete in the Astro Games. These televised games are beamed across the universe, drawing players from every corner of the galaxy. Booster Astron, the show's host, is always pitting the players against one another by providing the players with cool power-ups in an attempt to get them to slug-it-out for cash and prizes.



The Astro Games uses an exciting blend of bowling and miniature golf, both extremely popular during the 20th Century! While competing in the Astro Games, players will encounter everything from an Alien Invasion to Hyperspace tunnels to a nice stroll through the Nebulous Park. This is one far-out challenge where only the best will take home the coveted Astrolight Trophy.

Playing the Game

CHOOSE GAME TYPE

There are three modes of play available when you start the game: League, Versus, and Practice. If only one controller is plugged into the controller sockets, only League and Practice will be available.

League mode allows the player to compete against the Galaxy's best Astro Bowlers, and move through all 12 different lane variations. Versus mode allows up to four people to pit their skill and specials in multiplayer competition. Practice mode allows the player to practice only the lanes unlocked in League mode.

SELECT BALL

After selecting your game type, you have six different Astro Balls to choose from. Press START after choosing your ball.

SELECT CHARACTER

After you select your ball, choose from one of six spacey characters! Each character has different attributes that control how hard and how accurately they throw the ball. See if you can figure out the differences.

To pick a character, use the Control Stick to cycle through the characters. Then press the START Button to confirm your choice. In Versus mode, all players must hit the START Button on their own controllers to start the game.

Pressing the B Button at any time in the menus will move you back a screen and cancel your choice. After you have selected your character, prepare to beam out, and begin your galactic bowling adventure!

The Domes

LANE ACCESS

There are three Leagues in Milo's Astro Lanes: Planetary, Galaxy, and Cosmic Leagues. Each League is housed in a separate area called a Dome. Each league is progressively more advanced than the last. In order to "win" a lane in League mode, you must bowl a higher score than your rival computer opponent. Once you "win" that lane and exit, "Bonus" appears in the lane's entrance (see Bonus Mode for details).

When you first begin the game, you are beamed into the Planetary Dome, home of the first three Astro Lanes. In the Planetary Class Dome, lanes are designed for the novice Astro Bowler (these lanes are the closest you'll get to bowling on Earth). In the Galaxy Class Dome, the lanes are a bit trickier, with jumps, bumps, and other environmental obstacles to avoid. The Cosmic Class Dome is where all of the Star Astro Bowlers hang out. You definitely have to earn the right to compete in the Cosmic Class!

Bonus Mode

After you "win" a lane, you must complete the Bonus mode for that lane. Bonus mode involves crazy pin configurations that you must knock down. To clear the bonus, you are given three chances to knock down all of the pins. If you are successful, you'll clear the bonus and advance to the next cup for that Astro Lane. The lanes are also loaded with power-ups to help you finish the bonus lanes.

The purpose of Bonus Mode is to hone your skills, collect specials, and to help unlock the next Dome!

IMPORTANT: You can only access the next dome once you have successfully completed all of the bonus lanes in the current one.

Game Modes

Milo's Astro Lanes is not just another 3D bowling game, it is a test of skill and accuracy! The character control mechanism nurtures the development of a "skill" through game play. The longer you play the better you will get.

There are three modes in which to play Milo's Astro Lanes: League Elimination, Versus, and Practice. Within each of these game modes, there are three leagues, Planetary (Beginner), Galaxy (Intermediate), and Cosmic (Advanced), in which you compete. Once you complete a Dome, the tunnel to the next one will open. Inside the new Dome there are new lane themes, gameplay challenges, and characters with distinct attitudes and personalities!

LEAGUE ELIMINATION

In Elimination Mode, pit your skills against the craziest bowlers the future has to offer!

- Three (3) Leagues: Planetary (Beginner), Galaxy (Intermediate), and Cosmic (Advanced) Leagues.
- One (1) round per tournament. The winner advances and the loser starts over.
- Ten (10) frames per game.
- Bonus mode must be conquered after winning a lane to unlock the next Dome.

League Elimination is a single player game. The player starts the game in the Planetary (Beginner) League, and competes their way up through the rankings (versus computer opponents). As the player clears each tournament, they are given a chance to collect cool power-ups to use in the next League.

Each tournament consists of a 10-frame game. The player with the highest score advances to the next lane to battle an even more skilled opponent. There are five different opponents to bowl against throughout the three Domes.

REPLAYING A LANE

After you have beaten the computer opponent for the first time, you'll notice that the door has changed to a Silver color after exiting the lane. If you were to enter this lane and play again, you'll quickly realize that your galactic opponent hasn't forgotten his loss! He will have since improved his accuracy, his aim, and his frequency of using specials!

If you beat the Silver level, the door will turn Gold. Now you will play the toughest opponents the League has to offer, but this time it's definitely not going to be easy!

THE TROPHIES

After winning a Tournament, an Astro Trophy will beam into the Dome and hang in the door of the completed lane. If you beat the first lane, you'll get a Cosmium Astro Trophy. If you beat the lane with the Cosmium Trophy, you get a Gold Astro Trophy. Finally, when the door turns gold, you have a chance to win the ultimate prize for Astro Bowling, a priceless, handcrafted Astrolight Trophy!

From the Main Menu, you can also select Totals. This will take you to the trophy room, where you can see your trophy for each dome, and scroll through your high scores for each lane. Press START to return to the Main Menu.

VERSUS (MULTIPLAYER)

Versus mode allows up to four players to compete against one another in the Astro Games. From the Main Menu, selecting the Versus mode will take you to the ball selection screen and then to the character selection screen. After the players (up to four players) select their characters, everyone must press their START Button before the game will begin.

IMPORTANT: Each player's controller (up to four) must be plugged into the controller socket prior to turning on the hardware.

In Versus mode, you have access to any lane that has been opened in League Elimination mode. Therefore, if you have not reached the Galaxy Dome in League Elimination mode, you cannot access this Dome in the Versus mode.

Once Player 1 chooses the lane, they will be asked to choose the total number of frames for the game. Using the Control Stick, select from three to ten frames for the game, and hit START to begin the fun!

PRACTICE MODE

Practice Mode allows a player to freely practice bowling on any set of lanes previously opened in League Elimination. For example, when playing fresh out of the box, a player only is permitted to play on any of the first three lanes in the Planetary Dome. In order to practice any lanes in the Galaxy and Cosmic Domes, the player must complete these Domes in the League Elimination mode.

Specials

SPECIAL TYPES

Milo's Astro Lanes keeps track of each player's Specials and Anti-Specials through a series of icons in each corner of the screen (based on the number of players). Controller Socket 1 - Upper Left; Controller Socket 2 (Computer Bowler in League Mode) - Upper Right; Controller Socket 3 - Lower Left; Controller Socket 4 - Lower Right.

Special and Anti-Specials are also represented on screen. Each character's name is printed below his or her Special icons.

Press the Z Button to use a Special during the game.

Specials can be collected and carried through all lanes. So if you collect three different Specials on one lane, you have the option to use them or save them and use them in the next, perhaps more difficult, lane!

Mega Ball: The ball expands to a gigantic size.

Clone Ball: Turns one ball into three balls.

White Dwarf: Doubles the ball's weight and impact.

Booster Ball: Gives the ball a quick boost forward

ANTI-SPECIAL TYPES

As each player's turn comes up, all Specials held by the other players change into Anti-Specials. Press the Z Button to use an Anti-Special during the game.

Bomb: When ball hits the bomb it explodes into pieces.

Bouncy Ball: When hit, this Anti-Special causes the ball to become rubber, and bounce out off control.

Cosmic Goo Ball: When used, this Anti-Special creates a puddle of radioactive slime that slowly disintegrates the ball.

Pea Ball: When ball hits this object, it shrinks into a tiny ball (with the same weight as a large ball).

The B Button will cycle through available Specials and Anti-Specials.
The Z Button activates the Special.

POWER-UP COLORS

Each color star represents a type of special:		
Color	Special	Turns in to Anti-Special
Blue	Clone Ball	Bomb
Red	White Dwarf Ball	Bouncy Ball
Green	Speed Ball	Cosmic Goo
Yellow	Mega Ball	Pea Ball

STRATEGY FOR SPECIALS AND ANTI-SPECIALS

Players can counter any Special or Anti-Special. For example, if a player uses a bomb on you, clone your ball before the bomb explodes. The clone ball ensures that two balls will still make it through to the pins! Another example is when a player attempts to use a "Pea Ball", use a Mega Ball to counter the effects of the Pea Ball! Try various combinations of Specials and Anti-Specials to find out what works the best!

Characters

The Universe is a tough place and Astro Bowlers are not your typical galactic crowd. All types of creatures compete in Milo's Astro Lanes, ranging from a Venusian Warbler to a temperamental robot. One thing is for sure, all of these Astro Bowlers have a unique style and attitude to match!

Milo

Our Hero! Milo S. Terwilliker, an aspiring Astro Bowler, thinks he's ready for the big time...but he'll need your help. Do you have what it takes to compete in the Astro Games?

Height:	5'3"
Weight:	180 Cubits
Personality:	Easy-going
Traits:	Throws Hard, Hard Hook
Info:	Milo is constantly thinking of ways to improve his galactic maneuvers. An all around nice guy, he unfortunately has made a few enemies along the way, a few of which are playing in this round of the Astro Games!

10Pin Merv

Height:	2'7"
Weight:	130 Cubits
Personality:	Terminally worried and easily insulted
Traits:	Hard Throw, Minimal Hook
Info:	10 Pin Merv is Dr Onuki's klutzy robot sidekick. Although 10 Pin Merv likes to think of himself as a "tough robot", he's basically a child's toy. He is continually botching up Onuki's plans to mess with Milo and win the Astro Games.

Dr. Onuki

Height:	6'8"
Weight:	230 Cubits
Personality:	Cold, quiet and calculating
Traits:	Light Throw, Minimal Hook
Info:	Dr. Onuki hates Milo, but he really hates losing to Milo. Winning the Astro Games is his ultimate goal, but Milo's meddling is continuously causing one embarrassing loss after another.

Johnny Slamball

Height:	6'10"
Weight:	230 Cubits
Personality:	Unbearably cool and very relaxed
Traits:	Medium Throw, Medium Hook
Info:	Johnny Slamball is the hippest alien in the galaxy! Although Milo is careful not to call him "friend", Johnny's deviant abilities sure come in handy to Milo.

Ann Droid

Height:	4'9"
Weight:	97 Cubits
Personality:	Pleasant but quite competitive.
Traits:	Hard Throw, Light Hook
Info:	Ann is the latest in "Droid Technology." She's also Milo's love interest, only she doesn't know it. Ann is Johnny's girl! Milo's always trying to do things to get her attention.

Gleep, the Venusian Warbler

Height:	5'6"
Weight:	160 Cubits
Personality:	Vacant, bland, and prone to temper tantrums when depressed.
Traits:	Medium Throw, Medium Hook
Info:	Gleep is a good friend of Milo, and is trying his best to go from couch potato to Astro Bowler!

The Lanes

ALIEN INVASION

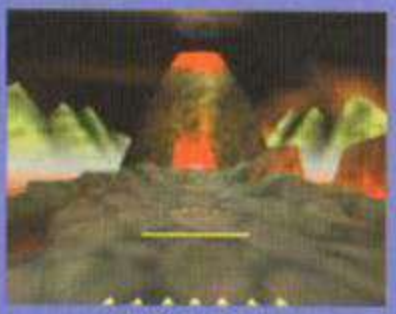
The terrifying Alien Commander is ready for the bravest of Astro Bowlers. At first you may find him a bit slow, but soon he'll be chomping at the bit. Watch out for his UFO-riding minions and their laser blasts!

HYPERSPACE EXPRESS

Located in the midst of a Hyperspace tunnel, this lane seems pretty easy at first glance. Once you make it to the Galaxy Dome, this lane will have you reaching for your cosmic cola as you try to regain your cool!

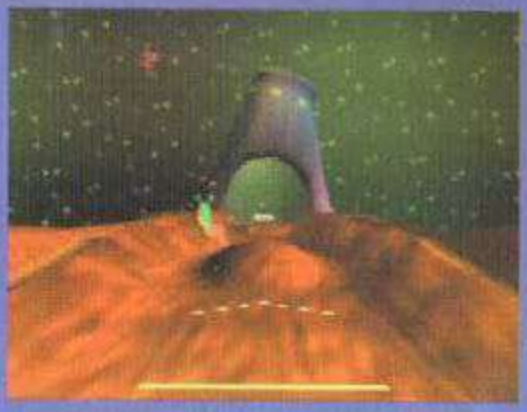
VACATION ON VENUS

A popular tourist destination, Venus is a perfect venue for the Astro Games. Boiling lava, noxious fumes, and earthquakes that crack the lane surface to pieces...all of these environmental hazards make for some very interesting bowling. As you unlock new Domes, bowling on Venus becomes anything but a vacation.



ASTEROID TERROR

The Asteroid Terror is home to some of the more interesting cosmic creatures: The Cosmic Glerps. With huge craters and creatures trying to munch on your ball, bowling on this curvaceous conundrum has never been more challenging!



NEBULOUS PARK

Nebulous Park. Best described as beautiful, relaxing and serene. However, this quiet refuge has been transformed in to one of the most difficult lanes in the Astro Games. Make sure you've perfected your hook technique before you bowl this loopy lane!

Credits

For Crave Entertainment

Producer
Mike Arkin

Testers
Kevin Hoekman
Chris Scaglione
Stephen Burke
Laura Burke
Mark Burke

Marketing
Jane Gilbertson, Sr. Director Marketing
Keith Wymetalek, Product Marketing Mgr.
Jay Boor, PR Manager
Kate Thorton, Marketing Asst.

Special Thanks
Mark Burke
Ayzenberg Group, Pasadena, CA

For Player 1:

Marc Jackson, CEO. Proponent of unpasturized juices.

George Weising, Creative Director. He actually named his baby Milo.

Takashi Kurosaki, Technical Director. Also curator of the Snack Storehouse.

Marcus Goodey, Lead Programmer. "All right then, cool."

Kevin VA Hunt, Programmer. Actually took the time to get engaged during this whole business.

Holly Hirzel, Producer. Thinking she needs a degree in psychology before the next project starts.

James Ryman, Art Director. Our very own gap-toothed Genius!

Mike Fisher, Animator. Had some seriously bad luck with automobiles this year.

Ivan Enriquez, Artist. Likes to shake everyone's chair when he walks up behind them, much to their dismay.

Cliff Duyn, Artist. Vtarga.exe is his friend.

David Javelosa, Audio. Did an amazing job with the themes, don't you think?

Mark Jawad, Lead Tester. Is almost cured of saying "cool beans". Almost.

Jessica Weaver, Ops. The office you go to before and after the bathroom.

Eddie Cheng, John Olson, Jason Peart and Will Liou. Testers.
Taking a break from their summer slacktime to hang with us.

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Game Notes:

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